

Recurring Questions of Technology

Brown Bag Questions

Research Task I

- One key dimension of emerging participatory cultures is the development of new spaces and networks of non-market forms of social production in music, video, across fan communities and hobby, health-care and knowledge communities. It is also apparent that these non-market forms of cultural production often share an aesthetics of parody, remix and/or appropriation.

Your task is to find two examples of non-market cultural production – a video, a song, a website, etc. – that in some way uses parody, remix or appropriation in the production of the text. In selecting your examples, pay particular attention to the way they do or do not initiate meaningful forms of cultural participation today (think here of the critiques of participation offered in the Dyer-Witheford and De Peuter chapter and in Barney's article)

Research Task II

- The broader context for our discussion of youth and technology is the relationship between socio-economic change and young people's learning cultures. In this light, one question we must ask is: in what ways is young people's immaterial labour linked to consumerism and capital accumulation?

Find two online examples (excluding FB, LinkedIn, MySpace) that exemplify this development, and explain any ethical challenges that arise given the way young people are tied to consumerism and capital accumulation through immaterial labour today.

Research Task III

- Biopower and biopolitics are two of the key terms addressed in today's readings. They are directly tied to how experiences of identity operate in a culture of surveillance, consumerism, and governmentality.

Your task is to find two online examples – which could include websites, news stories, etc. – that show how technology is used today in the service of biopower. In presenting on your examples, you will need to make clear how technology is used in the service of biopower

Research Task IV

- The readings for today's sessions address the changing conditions, logics, and practices of youth citizenship. Two web portals – TakingITglobal (www.tigweb.org/) and www.guerrillafunk.com/index.html - offer fascinating and interesting examples of the way youth citizenship practices are enabled today. Other sites worth looking at include, Youth Noise, Youth Action Network, etc.

Your task is to investigate one of these sites and make an argument explaining the degree to which these sites foster young people's abilities to think and judge, two crucial objectives we identified earlier in the course as central to the relationship of media literacy to youth civic engagement.